## PATENT APPLICATION FEE DETERMINATION RECORD Effective January 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 2) TYPE [ OR SMALL ENTITY (Column 1) **TOTAL CLAIMS** RATE FEE RATE FEE BASIC FEE 375.00 BASIC FEE 750.00 NUMBER EXTRA NUMBER FILED OR FOR TOTAL CHARGEABLE CLAIMS 0 0 minus 20= X\$18= X\$ 9= OR Đ minus 3 = INDEPENDENT CLAIMS X84= X42= OR MULTIPLE DEPENDENT CLAIM PRESENT +280= +140= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL **CLAIMS AS AMENDED - PART II OTHER THAN** SMALL ENTITY SMALL ENTITY OR (Column 3) (Column 2) (Column 1) HIGHEST CLAIMS ADDI-ADDI-⋖ REMAINING NUMBER PRESENT RATE TIONAL **TIONAL** BATE AMENDMENT PREVIOUSLY **EXTRA** AFTER FEE FEE PAID FOR **AMENDMENT** X\$18= Minus X\$ 9= Total 2Đ OR 3 Minus Independent X84= X42 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140 =ÒR TOTAL TOTAL OR ADDIT. FEE ADDIT: FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-8 REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE **PREVIOUSLY AMENDMENT AFTER EXTRA** FEE FEE **AMENDMENT** PAID FOR Minus X\$18=Total X\$ 9= \*\* OR independent Minus \*\*\* X84= X42 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +140= +280= OR TOTAL ADDIT. FEE ADDIT, FEE (Column 2) (Column 3) (Column 1) CLAIMS HIGHEST ADDI-ADDI-NUMBER PRESENT ပ REMAINING RATE TIONAL RATE TIONAL **PREVIOUSLY** AMENDMENT **AFTER EXTRA** FEE PAID FOR FEE **AMENDMENT** Minus Total X\$18= X\$ 9= OR Minus Independent \*\*\* X84 =X42= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR .\* If the entry in column 1 is tess than the entry in column 2, write "0" in column 3. TOTAL TOTAL OR \*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT. FEE ADDIT. FEE \*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

Application or Docket Number

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.